

Amendments to the Claims:

1-14 (canceled).

15. (currently amended): A method of steganographically embedding auxiliary information in original data, said method comprising:

receiving original data;

receiving auxiliary information, the auxiliary information being independent of the original data;

changing the auxiliary information based on the original data, wherein said ~~The method of claim 14 in which~~ changing the auxiliary information is based upon unchanged original data bits to be purposely skipped during said embedding; and

steganographically embedding the changed auxiliary information in the original data.

16. (currently amended): A method of steganographically embedding auxiliary information in original data, said method comprising:

receiving original data;

receiving auxiliary information, the auxiliary information being independent of the original data;

changing the auxiliary information based on the original data, wherein said ~~The method of claim 14 in which~~ changing the auxiliary information is based upon

original data bits which are not used for embedding when a PN sequence designates the not used original data bits as non-embedding locations; and  
steganographically embedding the changed auxiliary information in the original data.

17-31 (canceled).

32. (currently amended): A method of enabling an action with embedded information, wherein the information comprises a correspondence to original data in which the information is embedded in, ~~is embedded according to the method of claim 4,~~ said method comprising:

decoding the embedded information;  
verifying that the ~~embedded~~ information corresponds to the original data; and  
enabling the action when both the ~~embedded~~ information corresponds to the original data and the ~~auxiliary~~ information permits the enabling.

33-36 (canceled).

37. (currently amended): A method of embedding auxiliary information in original data, said method comprising:  
receiving original data, wherein the original data comprises a plurality of frames;  
receiving auxiliary information;

changing the auxiliary information based on the original data; and  
associating the changed auxiliary information with the original data, ~~The method~~  
~~of claim 17~~, wherein a redundant instance of the changed auxiliary information is placed  
in each of a plurality of frame headers respectively associated with the plurality of  
frames.

38. (currently amended): A method of embedding auxiliary information in  
original data, said method comprising:  
receiving original data, wherein the original data comprises a plurality of frames;  
receiving auxiliary information;  
changing the auxiliary information based on the original data; and  
associating the changed auxiliary information with the original data,  
~~The method of claim 17~~, wherein a first portion of the changed auxiliary information is  
placed into at least a first frame header, and a second portion of the changed auxiliary  
information is place into at least a second and different frame header.

39-43. (canceled).

44. (new): The method of claim 32 wherein said embedded information is  
steganographically embedded in the original data.

45. (new): The method of claim 32 wherein the embedded information is embedded in at least one header associated with the original data.

46. (new): The method of claim 32 wherein the original data comprises at least one of an image, audio and video.

47. (new): The method of claim 37 wherein the auxiliary information is independent of the original data.

48. (new): The method of claim 37 wherein the original data comprises at least video.

49. (new): The method of claim 38 wherein the auxiliary information is independent of the original data.

50. (new): The method of claim 38 wherein the original data comprises at least video.

51. (new): The method of claim 37 wherein the changed auxiliary data is placed in slots located in at least one header associated with one of the frames.

52. (new): The method of claim 38 wherein the changed auxiliary data is placed in slots located in at least one header associated with one of the frames.